



ON THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of claims in the application.

- 1-17. (Cancelled)
18. (Previously Presented) A method for comparing a pixel location against a plurality of windows, the method comprising:  
passing the pixel location through a plurality of clip circuits, wherein the clip circuits are connected in a series to form a pipeline, and wherein each clip circuit is a segment of the pipeline;  
computing a window result in each clip circuit for the pixel location, wherein each clip circuit is provided data defining a different one of the plurality of windows, wherein the window result comprises an indication of inclusion of the pixel location within the corresponding one of the plurality of windows;  
outputting the pixel location and a window word from each clip circuit, wherein said outputting comprises, passing the pixel location and the window word directly to a next clip circuit in the series of clip circuits except for the last clip circuit in the series, and wherein the window word also comprises any previous window results; and  
examining the window word output by the last clip circuit in the series of clip circuits to determine if the pixel is included in at least one of the windows.
19. (Previously Presented) The method of claim 18, wherein said pixel location comprises a horizontal and a vertical coordinate that define position of said pixel on a screen.
20. (Previously Presented) The method of claim 19, wherein each of the plurality of windows comprises a first horizontal and a second horizontal coordinate and a

first vertical and a second vertical coordinate that define each window's boundaries on the screen.

21. (Previously Presented) The method of claim 20, wherein said computing window result comprises:  
computing horizontal inclusion by computing if said horizontal pixel coordinate is located between the first horizontal and the second horizontal coordinate of the corresponding window; and  
computing vertical inclusion if said vertical pixel coordinate is located between the first vertical and the second vertical coordinate of the corresponding window.
22. (Previously Presented) The method of claim 21, wherein said computing window result further comprises: setting the indication of inclusion of the pixel to positive if both the horizontal and vertical inclusions are true, and setting the indication of inclusion of the pixel negative if one or more of the horizontal and vertical inclusions are false.
23. (Previously Presented) The method of claim 18, further comprising:  
clipping the pixel if said examining determines that the pixel is not included in any of the plurality of windows; and  
propagating the pixel if said examining determines that the pixel is included in at least one of the plurality of windows.
24. (Previously Presented) The method of claim 18, wherein said plurality of windows comprise two or more 2-D windows.
25. (Previously Presented) The method of claim 18, wherein said plurality of clip circuits are identical circuits.
26. (Previously Presented) A method comprising:

supplying window boundary coordinates for a different one of a plurality of windows to each clip circuit of a plurality of clip circuits connected in a series;  
determining inclusion of a pixel in the corresponding window in each clip circuit;  
and  
passing the pixel and a result of said determining inclusion to a next clip circuit in the series of clip circuits, except for a last clip circuit of the series of clip circuits.

27. (Previously Presented) The method of claim 26, wherein said pixel comprises a horizontal and a vertical coordinate that define position of said pixel on a screen.
28. (Previously Presented) The method of claim 27, wherein each of the plurality of windows comprises a first horizontal and a second horizontal coordinate and a first vertical and a second vertical coordinate that define boundaries of each of the plurality of windows on the screen.
29. (Previously Presented) The method of claim 28, wherein said computing window result comprises:  
computing horizontal inclusion by computing if said horizontal pixel coordinate is located between the first horizontal and the second horizontal coordinate of the corresponding window; and  
computing vertical inclusion if said vertical pixel coordinate is located between the first vertical and the second vertical coordinate of the corresponding window.
30. (Previously Presented) The method of claim 29, wherein said computing window result further comprises: setting the indication of inclusion of the pixel to positive if both the horizontal and vertical inclusions are true, and setting the indication of inclusion of the pixel negative if one or more of the horizontal and vertical inclusions are false.

31. (Previously Presented) The method of claim 26, further comprising:  
clipping the pixel if said examining determines that the pixel is not included in  
any of the plurality of windows; and  
propagating the pixel if said examining determines that the pixel is included in at  
least one of the plurality of windows.
32. (Previously Presented) The method of claim 26, wherein said plurality of  
windows comprise two or more 2-D windows.
33. (Previously Presented) The method of claim 26, wherein said plurality of clip  
circuits are identical circuits.
34. (Previously Presented) A system for determining inclusion of a pixel with respect  
to each of a plurality of windows, the system comprising:  
a plurality of clip circuits connected in a series, wherein each circuit in the series  
is configured to:  
(a) receive horizontal and vertical coordinates locating a pixel,  
(b) receive horizontal and vertical coordinates defining a different one of a  
plurality of windows,  
(c) compute a window result indicating inclusion of the pixel within the  
corresponding window defined in (b), and  
except for a last clip circuit in the series,  
(d) pass the horizontal and vertical coordinates of the pixel, the window  
result computed in (c), and any prior window results to a next clip  
circuit in the series of clip circuits.
35. (Previously Presented) The system of claim 34, wherein a first horizontal and a  
second horizontal coordinate and a first vertical and a second vertical coordinate  
corresponding to each window define boundaries of each of the plurality of  
windows in a two-dimensional space.

36. (Previously Presented) The system of claim 34, wherein the system is further configured to:  
clip the pixel if all window results indicate the pixel is not included in any of the plurality of windows; or  
propagate the pixel if all window results indicate the pixel is included in at least one of the plurality of windows.
37. (Previously Presented) The system of claim 34, wherein the plurality of windows comprises two or more 2-D windows.
38. (Previously Presented) The system of claim 34, wherein the plurality of clip circuits are identical circuits.
39. (Previously Presented) The system of claim 34, wherein each clip circuit of the plurality of clip circuits is directly connected to the next clip circuit in the series of clip circuits.
40. (Previously Presented) The system of claim 34, wherein the plurality of clip circuits form a pipeline, and each clip circuit is a segment of the pipeline.